

Global Generative AI Video Editing Software Market 2026 by Company, Regions, Type and Application, Forecast to 2032

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Abstracts

According to our (Global Info Research) latest study, the global Generative AI Video Editing Software market size was valued at US\$ 1543 million in 2025 and is forecast to a readjusted size of US\$ 4954 million by 2032 with a CAGR of 18.1% during review period.

The gross profit margin of major companies in the industry is between 65%?85%.

Generative AI Video Editing Software is a software product that uses generative models to create, edit, enhance, subtitle, translate, resize, stylize, and automate video content. It supports text-to-video, video enhancement, object removal, scene generation, voice editing, intelligent clipping, and workflow automation for creators, marketing teams, media companies, and enterprise users.

The industrial chain of Generative AI Video Editing Software covers upstream computing infrastructure, graphics processors, datasets, model frameworks, cloud platforms, storage, development tools, and content rights resources. The midstream consists of model training, software development, interface design, video processing optimization, security review, deployment, subscription management, and customer support. Downstream applications mainly include content creation, advertising, education, social media, film production, enterprise marketing, e-commerce, and digital media operations.

This report is a detailed and comprehensive analysis for global Generative AI Video Editing Software market. Both quantitative and qualitative analyses are presented by company, by region & country, by Type and by Application. As the market is constantly

changing, this report explores the competition, supply and demand trends, as well as key factors that contribute to its changing demands across many markets. Company profiles and product examples of selected competitors, along with market share estimates of some of the selected leaders for the year 2025, are provided.

Key Features:

Global Generative AI Video Editing Software market size and forecasts, in consumption value (\$ Million), 2021-2032

Global Generative AI Video Editing Software market size and forecasts by region and country, in consumption value (\$ Million), 2021-2032

Global Generative AI Video Editing Software market size and forecasts, by Type and by Application, in consumption value (\$ Million), 2021-2032

Global Generative AI Video Editing Software market shares of main players, in revenue (\$ Million), 2021-2026

The Primary Objectives in This Report Are:

To determine the size of the total market opportunity of global and key countries

To assess the growth potential for Generative AI Video Editing Software

To forecast future growth in each product and end-use market

To assess competitive factors affecting the marketplace

This report profiles key players in the global Generative AI Video Editing Software market based on the following parameters - company overview, revenue, gross margin, product portfolio, geographical presence, and key developments. Key companies covered as a part of this study include OpenAI, Runway, Adobe, Luma AI, Pika Labs, Synthesia, HeyGen, Descript, Google, InVideo, etc.

This report also provides key insights about market drivers, restraints, opportunities, new product launches or approvals.

Market segmentation

Generative AI Video Editing Software market is split by Type and by Application. For the period 2021-2032, the growth among segments provides accurate calculations and forecasts for Consumption Value by Type and by Application. This analysis can help you expand your business by targeting qualified niche markets.

Market segment by Type

Cloud-Based AI Video Editing Software

Desktop AI Video Editing Software

API-Based AI Video Editing Software

Market segment by Core Function

Text-to-Video Editing Software

AI Video Enhancement Software

AI Clip Generation Software

Market segment by Output Resolution

Standard Resolution (1080p)

High Resolution (2K-4K)

Ultra-High Resolution (8K)

Market segment by Application

Short Video Creation

Advertising Video Production

Film and TV Post-Production

Other

Market segment by players, this report covers

OpenAI

Runway

Adobe

Luma AI

Pika Labs

Synthesia

HeyGen

Descript

Google

InVideo

CapCut

VEED.io

Kapwing

Opus Clip

Baidu

Tencent

MiniMax

Meitu

ByteDance

Kuaishou Kling AI

Alibaba Tongyi

Zhipu AI

Wondershare

iFlytek

Shengshu Technology Vidu

Market segment by regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia, Italy and Rest of Europe)

Asia-Pacific (China, Japan, South Korea, India, Southeast Asia and Rest of Asia-Pacific)

South America (Brazil, Rest of South America)

Middle East & Africa (Turkey, Saudi Arabia, UAE, Rest of Middle East & Africa)

The content of the study subjects, includes a total of 13 chapters:

Chapter 1, to describe Generative AI Video Editing Software product scope, market overview, market estimation caveats and base year.

Chapter 2, to profile the top players of Generative AI Video Editing Software,

with revenue, gross margin, and global market share of Generative AI Video Editing Software from 2021 to 2026.

Chapter 3, the Generative AI Video Editing Software competitive situation, revenue, and global market share of top players are analyzed emphatically by landscape contrast.

Chapter 4 and 5, to segment the market size by Type and by Application, with consumption value and growth rate by Type, by Application, from 2021 to 2032.

Chapter 6, 7, 8, 9, and 10, to break the market size data at the country level, with revenue and market share for key countries in the world, from 2021 to 2026. and Generative AI Video Editing Software market forecast, by regions, by Type and by Application, with consumption value, from 2027 to 2032.

Chapter 11, market dynamics, drivers, restraints, trends, Porters Five Forces analysis.

Chapter 12, the key raw materials and key suppliers, and industry chain of Generative AI Video Editing Software.

Chapter 13, to describe Generative AI Video Editing Software research findings and conclusion.

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